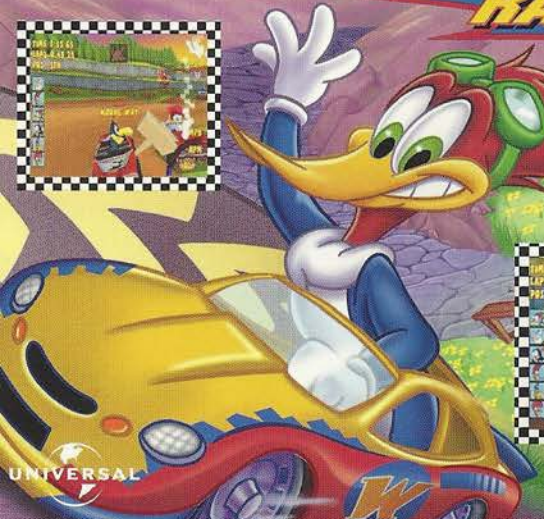


Coming Soon!

WOODY WOODPECKER RACING™



UNIVERSAL

UNIVERSAL INTERACTIVE STUDIOS

www.universalstudios.com



www.konami.com



Konami Amusement, Inc. 1400 Bridge Parkway, Redwood City, CA 94065.

Woody Woodpecker Racing © 2000 Universal Interactive Studios, Inc. Woody Woodpecker and Friends and related characters are trademarks and copyrights of Walter Lantz Productions, Inc. Licensed by Universal Studios Licensing, Inc. Published and distributed by Konami Corporation. All rights reserved. The Grinch® interactive game © 2000 Universal Interactive Studios, Inc. Based on "How the Grinch Stole Christmas" book and characters TM & © Dr. Seuss Enterprises, L.P. 1957. Licensed by Universal Studios Licensing, Inc. Published and distributed by Konami Corporation. All Rights Reserved. Konami® is a registered trademark of Konami Corporation. © 2000 Konami Corporation. 19053

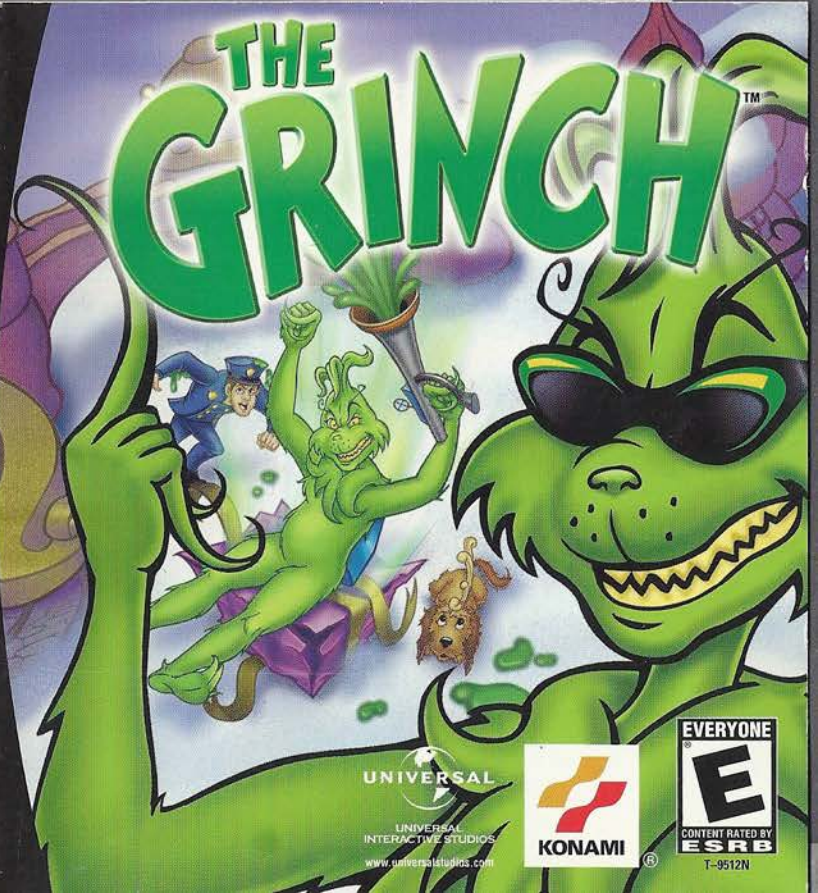
Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,896; 5,688,173; 4,442,436; 4,454,594; 4,627,016; Re. 05,839; Japanese Patent No.2870538. (Patents pending in U.S. and other countries). Canada Patent No. 1,183,216. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120.



Dreamcast™



THE GRINCH™



UNIVERSAL

UNIVERSAL INTERACTIVE STUDIOS

www.universalstudios.com



T-9512N

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Contents

STARTING UP	2	MISSIONS	14
VMU	2	COLLECTIBLES	14
CONTROLS		Gifts	14
Menu Controls	4	Gadget Blueprints	14
Controlling the Grinch	4	USEFUL ITEMS	15
Controlling Max the Dog	4	Rotten Egg Plant	15
Gadget Wheel Controls (selection) ..	5	Nitro Eggs	15
Gadget Controls (use a gadget)	5	Hearts-Of-Stone	15
Controlling the Camera	8	TRAVELLING BETWEEN WHOS' WORLDS .	16
STEALING CHRISTMAS	9	THE GRINCH'S CONTRAPTIONS; MORE	
THE GRINCH	9	ABOUT GADGETS!	16
MAX THE DOG	10	THE COSTUMES	18
THE GRINCH'S EXHAUST-O-METER	10	THE GRINCH'S COMPUTER	18
WHAT THE GRINCH MUST DO TO STEAL		INTERACTING WITH FRIENDLY FOLK OR	
CHRISTMAS	10	ITEMS	18
WHO'S WHO... ..	11	NEUTRALIZING UNDESIRABLE WHOS OR	
STARTING A GAME	12	ACTIVATING MECHANISMS	18
THE WHOS WORLD		THE GRINCH'S PERSONAL NOTEBOOK ..	19
Mt. Crumpit	12	OPENING A NEW ENVIRONMENT	19
Downtown Whoville	13	COMPLETING THE GAME	19
Who Forest	13	SAVING AND LOADING GAMES	20
Who Dump	13	Saving... ..	20
Who Lake	13	Loading... ..	20
		CREDITS	21

Starting Up

Set up your Sega Dreamcast™ game console according to the instructions provided in the Sega Dreamcast console manual. Make sure the power is OFF before inserting or removing a disc.

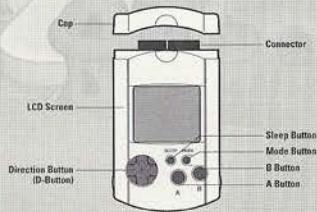
The Grinch is a 1-2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

SEGA DREAMCAST HARDWARE UNIT



SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



VMU

To save game settings and progress, insert a VMU into Sega Dreamcast controller slot before starting play. You can load the saved games from the same VMU containing previously saved The Grinch™ games.

To read more about how to save and load games, see page 20, "Saving and Loading Games."

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

Purchase additional controllers (sold separately) to play with two or more people.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



Menu Controls

Start Button: Start/Pause/Resume the game.

Analog Thumb Pad UP/DOWN: Highlight a selection.

Analog Thumb Pad LEFT/RIGHT: Turns Notebook pages/change values (volume, vibration, etc.).

A Button: Confirm selection.

Y Button: Cancel selection/return to previous menu.

Controlling the Grinch

Analog Thumb Pad: Move the Grinch.

A Button: Jump.

A Button (again while in air): Pancake.

B Button: Use a gadget when the Gadget Pack is activated (Left D-Button).

X Button: Bad breath to simply neutralize many opponents or activate some mechanisms.

Y Button: Tiptoe when held while moving or Read/Listen/Activate when prompted.

Left D-Button: Tap twice to toggle Gadget Pack ON/OFF. Hold it to display the Gadget Wheel Selector.

Left Trigger and Right Trigger: Rotate camera LEFT or RIGHT.

Left and Right Trigger Simultaneous: Brings up Free-Look/Grinch's Eye mode.

Start Button: Pause and displays the Grinch's Notebook.

Right D-Button: Call Max.

Controlling Max the Dog

On several occasions, the Grinch will need the help of his companion Max to retrieve inaccessible items. Max can get himself through tight passages and easily reach hidden locations. Max has a limited set of movements and can perform basic actions only.

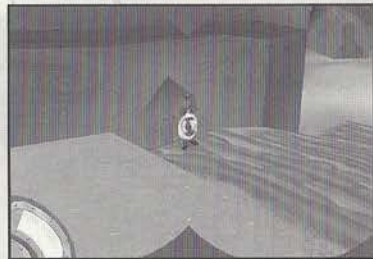
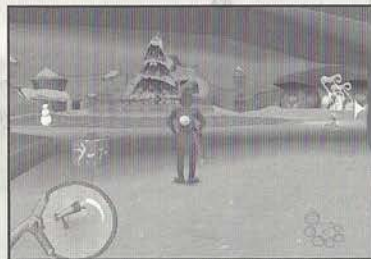
Analog Thumb Pad: Move Max.

A Button: Bark.

Right D-Button: Return to the Grinch.

Gadget Wheel Controls (selection)

To select one of the available gadgets, press the Left D-Button; the Gadget Wheel Selector pops on the corner of the screen (bottom-left). Then, use the Analog Thumb Pad to switch gadgets. The selected gadget becomes effective on using the Left D-Button (toggles it ON/OFF).



Gadget Controls (use a gadget)

Once you have selected a gadget, many buttons get new functions and special actions that work exclusively in Grinch's Eye mode (Both Trigger Buttons). To use a gadget, the Grinch's Gadget-Pack must be activated first using the Left D-Button (toggles it ON/OFF). Most gadgets require the gathering of Rotten Eggs in order to function. See page 16 for more details about gadgets.

Binoculars (Free-look mode active only)

Press the **Y** Button to Zoom In.

Press the **A** Button to Zoom Out.

Rotten Egg Launcher/Nitro Egg Launcher (Grinch's Eye mode active)

- Analog Thumb Pad:..... Aim.
B Button: Shoot Rotten Eggs or Nitro Eggs.
Y Button: Zoom In (ONLY when the Binocular gadget is available.)
A Button: Zoom Out (ONLY when the Binocular gadget is available.)
Left D-Button: Hold it to call the Gadget Wheel Selector.
Right and Left Trigger Simultaneous: Return to Normal Camera mode.
Start Button: Pause the game/shows the Grinch's Notebook.

Slime Shooter (Grinch's Eye mode active)

- Analog Thumb Pad:..... Aim.
B Button: Hold it until it is fully charged, release it to Shoot.
Y Button: Zoom In (ONLY when the Binocular gadget is available.)
A Button: Zoom Out (ONLY when the Binocular gadget is available.)
Left D-Button: Press it to call the Gadget Wheel Selector.
Right and Left Trigger Simultaneous: Return to Normal Camera mode.

Rocket Spring

- B Button: Hold it until the desired charge is reached, release it to jump.

Octopus Climbing Device (OCD)

- A Button: Jump towards an appropriately surfaced wall and the Grinch will stick to it.
B Button: Release the grip; the Grinch falls or hangs to ledge if he is close to it.
Analog Thumb Pad:..... Move the Grinch Left, Right, Up or Down.

The Grinch Copter

- Analog Thumb Pad:..... Controls flight direction.
B Button: Hold it to lift off; press or release it to control the height.
X Button: Bad breath is still available during the flight!
Start Button: Pause the game and show the Grinch's Notebook.

The Marine Mobile

Analog Thumb Pad:	Controls the Marine Mobile direction.
A Button:	Move Forward.
X Button:	Turbo Forward.
B Button:	Jump (on surface.)
Right D-Button:	Dive (from the surface.)
Y Button:	Interact with objects/character.
Start Button:	Pause the game/shows the Grinch's Notebook.

Controlling the Camera

The camera tracking system of "The Grinch" always tries to give you the best point of view possible, but occasionally it is helpful to manually control the camera in order to inspect a specific environment. That's what the Left Trigger and Right Trigger are for! In Camera Eye mode (Grinch is visible on screen), pressing the Left Trigger rotates camera clockwise, while pressing the Right Trigger rotates it counterclockwise. To quickly bring the camera behind the Grinch, just tap both Triggers simultaneously. This works with Max also. In the Grinch's Eye mode where the Grinch is not visible, the same principle applies. If the Grinch owns the Binoculars, a Zoom In/Out is available using the **Y** Button and the **A** Button respectively. Of course, Max doesn't have this ability.

Stealing Christmas

On the top of Mt. Crumpit, his eye pressed to the telescope, the Grinch observes Whoville. He mumbles something that his dog Max hardly perceives: "I must stop this whole thing! Why for year after year I've put up with it now! I must stop this Christmas from coming!" The Grinch just despises Christmas and this year, he has decided to disturb the rejoicing. He enters into his spacious cave and quickly rummages through the place. Suddenly he stops, picks up a large book from nowhere and he opens it. Quickly, he writes down some ideas, closes it, and puts it away. Yeah! The Grinch will take his **ULTIMATE** revenge on Christmas and those awful Whos this year...

Now, before Christmas, the Grinch must perform a series of tasks to ruin the feast's preparations. He must roam Who land and go through the four environments of the game to complete all his missions. These are Whoville, Who Forest, the Dump and Who Lake. So get prepared to give the Whos their worst Christmas ever!

The Grinch

Yellow eyes and Green hair all over the body... Vile and smelling like old green baloney... Yes! That's him! That's the Grinch! And here is a little bit of his story... One day, disgusted by Who superficiality, The Grinch left the city to take residence in a humid, creepy cave in the heart of Mt. Crumpit. From there, with his canine companion, he discreetly observes every move the Whos make...And sometimes, he even returns down there, to Whoville, to break things or scare some Whos with his pestilential breath. People say his bad breath is so strong it can destroy trees or green plants! No doubt... You're a mean one, Mister Grinch!





Max the Dog

Max the Dog is the Grinch's constant companion and loyal friend (the only one...) Max can perform actions the Grinch can't; he acts as an extension of his master. Max is not a second character, but kind of a fun tool. Max can enter small areas, walk in tight corridors, break certain gifts (the red and green ones), walk on narrow platforms or simply bring back tiny items to his master.

The Grinch's Exhaust-O-Meter

"Exhausting", the Grinch says! "This is just killing me!" A touch or a sound drives him crazy! This is monitored by the Exhaust-O-Meter displayed in the bottom-left corner of the screen. Empty circles represent his good condition; yellow-greenish filled circles show his exhaustion! Be careful! When the meter gets completely filled, the Grinch blows a fuse and he must restart from the beginning of the environment, close to the Vacuum Tube. To prevent exhaustion, the Grinch must break things or complete a mission that makes him feel better. Also, during the game, the Grinch has the ability to increase his resistance to exhaustion by collecting Hearts-of-Stone hidden in various locations.

What the Grinch Must Do To Steal Christmas...

To Steal Christmas, the Grinch has to perform a certain number of tasks in the four (4) different environments. Of course, it's not necessary to complete all missions of one environment to open another environment. It will be possible to come back later and finish what was left behind.

But if you want to complete the whole game, here's what you should know:

- Find all the gadget blueprints first and assemble them using the Grinch Computer; Gadgets are essential to completing several of the missions.
- Complete all missions (primary and secondary) for each environment; missions are listed in the Grinch's Notebook.
- Break all gifts scattered throughout each of the (4) environments.

Who's Who...

Here is a brief description of other game characters...

The Whos

The inhabitants of Whoville are nice, enjoyable, pleasant, and kind. It is for all these reasons that the Grinch despises them! Some Whos, like kids, are not afraid of the Grinch and try to touch and hug him to give him tenderness. Certain ones, like policemen, guards and patrollers are more courageous and try to stop him. Others are immediately frightened and run to hide out when they see the Mean One.

August May-Who

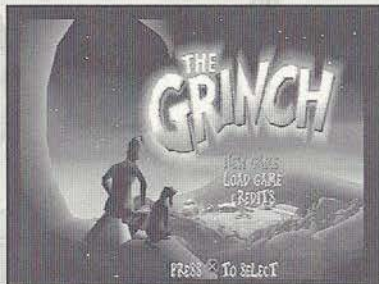
August May-Who is the mayor of Whoville. He is pretentious and full of pride. He has governed Whoville for as long as anyone can remember. He's always followed by his devoted but mindless servant, Who Bris. Both despise the Grinch for his pranks. Just a few good reasons for the Grinch to make them his favorite targets!

Who Bris

Who Bris is the Mayor's right arm, his servile servant. He does all the dirty work the Mayor doesn't want to do. But secretly, in a deep corner of his tiny brain, he dreams of the day HE will become the mayor of the City! One day, he says, they will call me Mayor Who Bris, you'll see!

Starting a Game

After the game introduction movie, when you see the Title Screen, press the Start Button. To begin a new game, use the Directional Button to move the highlight to NEW GAME and press the A Button to confirm. To continue a saved game, move the highlight to LOAD GAME and press the A Button to confirm. Then, let the Grinch's adventure begin or continue!



The Whos World

Mt. Crumpit

Mt. Crumpit stands in the middle of Whoville; this is where the Mean One lives! As the adventure begins, the Grinch stands on top of Mt. Crumpit, on a ledge outside of his cave. From there, the Grinch must enter a series of tutorial rooms in order to reach the main floor where four (4) Vacuum Tubes stand; this forms the central hub of the game. At the very beginning, only the Downtown Vacuum Tube is accessible. The three (3) other environments will open as the game progresses and the required missions are completed successfully. The Grinch's computer stands on the same floor. This is where blueprint parts must be assembled to build the different gadgets. To activate a tube or the computer, get close enough until a message pops on screen and follow the instructions.

Downtown Whoville

This is where most of the Whos live. There, the Grinch must be careful not to arouse their attention. He must be quick to dodge the Whos' hugs and attacks. In Whoville, game play missions are numerous: smashing snowmen; painting graffiti on the mayor's posters, shuffling the mail, launching rotten eggs in Whos' houses, modifying the mayor's statue in the City Hall, and changing the date on the Countdown-to-Christmas Tower. A lot of work!

Who Forest

An enchanted place filled with little houses, beautiful trees, a magnificent ski station with an old-fashioned style chalet and all those happy Whos practicing their skiing skills.

Who Dump

For the Grinch, Who Dump is a real paradise! He enjoys its smelly aromas and he finds lots of food, pieces of equipment for his gadgets, and above all, there are almost no Whos here. In the tranquility of Who Dump, in the garbage and the scrap pieces, he can plan tricks to play on the Whos.

Who Lake

It's the annual Jamb-Who-Ree on Who Lake! Of course, the Scoutmaster of the event is none other than Mayor May-Who, assisted by Who Bris. There certainly are a couple of pranks to be played on May-Who, Who Bris and those little scouts. In fact, Who Lake inspires more missions to the Grinch. Hey kids! Beware of the Grinch...

Missions

For each environment, there are several missions the Grinch has to accomplish: all missions are listed in the Grinch's Notebook (Pause Screen.) Once a mission is completed, a movie shows its disastrous result and a Check Mark appears aside the mission name in the Notebook. A certain number of missions (variable according to location) must be completed before the Grinch can visit a new environment. In the appropriate moment, a movie tells about the newest accessible environment.



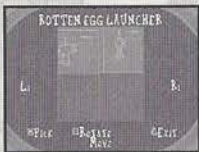
Collectibles

Gifts

Since they represent Christmas, the Grinch can't resist the temptation of destroying them all in order to ruin the festivities. An in-game Gift counter (on the top-right corner of the screen) shows how many gifts were found each time the Grinch breaks a new one. Consult the Grinch's Notebook for gift status information. Each destroyed gift will also provide access to bonus levels hidden behind "SUPA-DAWS" located in the Grinch's cave. The doors require a certain number of collected gifts in order to open them. Get close to see how many each door requires.



Gadget Blueprints



As you'll see in the introductory movie, the Grinch lost all of the blueprints for his gadgets. Even worse, they were also shredded into small pieces and all dispersed throughout Who land. The Grinch needs them to build the useful contraptions required to accomplish his despicable missions! Find them all and assemble them in the Grinch's computer located in the cave. Once a blueprint is completed, the gadget is immediately constructed and delivered to the Grinch.

To help us to continue making the hottest games for the Sega Dreamcast™, please answer these questions about *The Grinch*. Mail the card to us, and you could win a free Konami video game in our monthly drawing.

Each card of primary use Konami of A person. Win void in Wash Kansas a terminated s

Name _____
 Address _____
 City _____ State _____ Zip _____
 Birth Date ____/____/____ Male Female

- Date *THE GRINCH*™ was purchased _____
- Who purchased the game?
 1. Mom 2. Dad 3. You
 4. Grandparent 5. Friend 6. Other
- How did you hear about this game?
 1. Friend 2. TV 3. Magazine Review
 4. Game Package In Store 5. Magazine Ad
 6. Rented It 7. Played or Saw Demo In Store
- What type of video games do you like?
 1. Action/Arcade 2. Adventure/Role Play
 3. Sports 4. Puzzle 5. Fighting
- What are your favorite magazines?
 1. Next Generation 2. Game Pro
 3. PSM 4. OPM
 5. EGM 6. Die Hard Game Fan
 7. Game Informer 8. PS Extreme
 9. Nintendo Power
- Do you own any other game system?
 1. PC/MAC 2. PlayStation
 4. Game Boy 5. Nintendo 64
 6. Game Boy Color
- How many Sega Dreamcast™ game plan to purchase in the next 12 months?
 1. 1 - 5 2. 6 - 8 3. 9 - 11
 4. 12 - 15 5. 15 or more
- Who else in the family plays the game?
 1. Brother(s) 2. Sister(s)
 3. Dad 4. Mom
- What are your favorite hobbies?
 1. Team Sports 2. Skateboard
 3. Movies 4. Arcade Games
 5. Collecting

example,
the Mayor's
work.

eggs.
the plant.
"fuel" for
per

Missio

For each e
accomplis
Screen.) O
result and
Notebook
location) r
environme

Prizes for one monthly drawing. Please fill in all information about the
of the Product, or include all information on a 3 x 5 card and mail to:
America, Inc., P.O. Box 318, Addison, IL 60101-0318. One entry per
person will be notified by mail within 30 days of drawing. This contest
is open to residents of the United States, including Alaska, Hawaii, Wash-
ington, Missouri, Florida, Ohio and other places where prohibited. In
the absence of a prize, an alternative in lieu of a prize may be requested. This contest may be
terminated without notice. No purchase necessary.

Collec

Gifts

Since they

of destroy

counter (o

were found

Notebook

access to

The doors

many each

Gadget B

Phone _____
Email _____

3. Game Gear

How many do you
own?
8 - 12



Useful Items

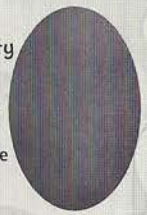
Special objects need to be located and used in order to complete some missions. For example, in Downtown Whoville the Grinch must find a paint bucket to accomplish the "Paint the Mayor's Posters" mission. Other items like rotten eggs are also indispensable to make gadgets work. Here are three (3) types of items frequently found:

Rotten Egg Plants

Not surprisingly, this plant gets its name because its smell is similar to that of rotten eggs. Found throughout Whoville, the Rotten Egg Plants grow very quickly. And the bigger the plant, the higher the number of eggs available for collection. The Grinch also needs them as "fuel" for his gadget pack since they fuel all gadgets. Collect as many as possible to ensure proper functioning of the gadgets.

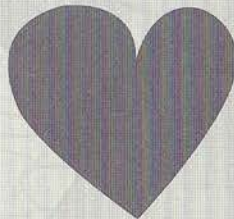
Nitro Eggs

These are rare, chemically mutated rotten eggs. They are limited in quantity and they have a peculiar explosion upon impact. When the Grinch picks them up, a special counter appears on the top-left corner and displays the number collected. They automatically replace standard rotten eggs to be used with the Rotten Egg Launcher. They are lost when the Grinch exits the location where he picked them up.



Power ups: Hearts-of-Stone!

Hearts-of-Stone, which are hidden in various locations, give the Grinch the ability to increase his resistance to exhaustion.



Travelling Between Whos' Worlds

In order to travel across Who land, the Grinch must first enter one of the four Vacuum Tubes located in his cave at Mt. Crumpit (hub). As the game progresses, tubes open and reveal new places to visit. To use a tube, just stand close to it and activate it (press the **Y** Button...) Whooshhh! And you're off to new adventures!

The Grinch's Contraptions; More About Gadgets!

The Grinch is a good inventor. With the help of his precious Blueprints, he builds a bunch of astonishing gadgets...

Binoculars

This is an exceptional gadget that does not require rotten eggs in order to work. With the Binoculars, the Grinch can see things closer and aim with better precision. To use them, get in the Grinch's Eye mode (press the Right and Left Trigger Simultaneously), press the **Y** Button to Zoom In or the **A** Button to Zoom Out.



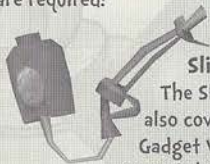
Rotten-Egg-Launcher

The Rotten Egg Launcher gives the Grinch a longer range of action. He can shoot certain characters to scare them, activate switches, or simply break things like gifts. First, select the gadget with the Gadget Wheel Selector, then, in Grinch's Eye mode, use the **B** Button to shoot. Remember that Rotten Eggs are required!



Slime-Shooter

The Slime Shooter is mostly used to temporarily neutralize Whos. It can also cover objects or surfaces in certain occasions. To use it, select it with the Gadget Wheel Selector; press the **B** Button (Grinch's Eye mode only) and hold it until the bottom-left meter indicates FULL, then release to shoot.



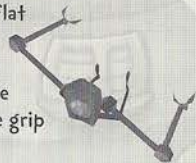
Rocket-Spring

This device helps the Grinch to reach very high locations. Select it first with the Gadget Wheel Selector. Hold the **B** Button and watch the meter fill up (on the bottom-left corner). Release it when the required energy is reached. The longer you hold the **B** Button, the higher the Grinch jumps.



Octopus-Climbing-Device (OCD)

This contraption will be helpful to climb on special surfaces like ice or flat steel. Select the gadget first and jump toward the wall or, during the Grinch's fall, try to grab a wall with a suitable surface. When the Grinch hits the surface with the OCD activated, he literally sticks to it! Use the Analog Thumb Pad to move the Grinch, and the **B** Button to release the grip when close to a ledge.



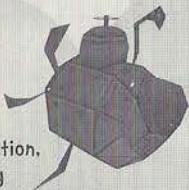
Grinch Copter

The ultimate Grinch gadget that makes the Mean One fly! Select it first with the Gadget Wheel Selector. Hold the **B** Button to increase the throttle and fly upwards. On the **B** Button release, the throttle decreases and the Grinch goes down. Move the Grinch with the Analog Thumb Pad. And don't forget to check the Rotten Egg counter! The Grinch Copter requires many rotten eggs to fuel it!



Grinch's Personal Marine Mobile

This Special Gadget doesn't fit in the Grinch's Gadget Pack. This vehicle is required to visit a submarine location. Once constructed, it will be dropped at the right place, ready to use! Just take the Grinch there, get close and follow the on-screen information. The Analog Thumb Pad controls the direction, the **A** Button moves it forward, the **X** Button moves it in turbo mode (very fast), the Right D-Button makes the Marine Mobile dive from the surface and finally, the **B** Button makes it jump on the surface and then plunge beneath the surface.



The Costumes

The costumes will help the Grinch to hide his mean identity and give him access to certain places. Once the Grinch possesses the costume he must find a place to change. Be careful because Gadgets and Bad Breath ability become unusable when wearing costumes!

The Who Cloak: Use the telephone booth to put on or remove this costume.

The Scout Costume: Use the cabins to put on or remove this costume.



The Grinch's Computer

During the game, the Grinch must return to his cave to assemble the blueprints he found and to build the gadgets. Here's how: Return to the cave in Mt. Crumpit and approach the Computer. When the message prompts, follow instructions to activate it. On the computer screen, you can flip each gadget page using the Left and Right Trigger. To assemble a blueprint puzzle, move the highlighted box over one part using the Analog Thumb Pad: Press the **A** Button to confirm selection. The highlighted box will change color and you can now move it, rotate it or simply drop it. Once a puzzle is complete and you resume game play, you will take possession of your latest invention.



Interacting with Friendly Folks or Items

When you get close to some folks or items, a message appears on the bottom of the screen giving the player simple instructions to read or listen to.

Neutralizing Undesirable Whos or Activating Mechanisms

The Grinch has a number of gadgets (Bad Breath, Rotten Egg Launcher, and the Slime Shooter) at his disposal to stop, neutralize or clear folks. Sometimes a combination of more than one method must be used. Some mechanisms need to be activated or neutralized the same way. Experiment!

The Grinch's Personal Notebook

The Grinch keeps a log of his activities in his Personal Notebook, which you can access from the PAUSE menu. Press the Start Button to pause the game. There, move the highlight to the desired selection with the Analog Thumb Pad UP/DOWN. Confirm the selection with the **A** Button. To go back one page, Press the **Y** Button.

- **RESUME:** Return to actual game.
- **SAVE:** Save game (not the physical position of the Grinch; just things completed).
- **MISSIONS:** Show the game mission status.
- **GADGETS:** Show the Grinch's gadgets and their status. (available or not)
- **TOTALS:** Show global status of collectibles.
- **OPTIONS:** Set audio setups.
- **QUIT GAME:** Exit a game.

Opening a New Environment

When the required missions are complete in a given environment, a movie introduces you to a new one. A new Vacuum Tube becomes accessible from the Grinch's cave.

Completing the Game

To complete the whole game, all of the missions and sub-missions must be accomplished, all of the Blueprints must be located, all of the Gadgets assembled, and all of the Gifts stolen. Something awaits the courageous ones who succeed! Are you one of those?



Saving and Loading Games

This will save all completed mission objectives (missions, items found, etc.) with the exception of the physical position of the Grinch. When you restart the game, the Grinch starts from his cave at Mt. Crumpit.

Saving...

If you have a VMU inserted in your Sega Dreamcast controller, you can save a game.

1. Press the Start Button to pause the game.
2. Select SAVE and press the **A** Button. Your game is now saved!

Loading...

If you have saved a game on a VMU, you can load it and continue play.

1. Insert the VMU into the Sega Dreamcast controller and turn the power ON.
2. On the Title Screen, press the Start Button.
3. Press the Analog Thumb Pad UP/DOWN to highlight LOAD GAME and press the **A** Button.
4. Press the Analog Thumb Pad on the game you want to load and press the **A** Button.

Now you can continue this game.

5. If the Sega Dreamcast unit is already ON and the game has already been loaded prior to the insertion of the VMU, insert the VMU, then depress the Start Button. Then follow steps #3 and #4.

Credits

Produced By Universal Interactive Studios

Senior Producer

Jonathan E. Eubanks

Associate Producer

Sean Krankel

Production Coordinator

Nick Torchia

Internal Testers

Josh Gottsegen

Sean Mountain

Director of Marketing

Prity Patel

Marketing Manager

Shannon Diffner

Script Co-Writer/Editor

Shannon Diffner

Marketing Coordinator

Marcus Savino

Special Thanks to:

Jim Wilson, Cynthia Cleveland, Hellene Runtagh and Todd Whitford.

Developed by Artificial Mind and Movement

Art Director & Lead Designer

Claude Pelletier

Executive Producer

Rémi Racine

Producer

Denis Lacasse

Design Project Lead

Steeve Lapointe

Game Design

Steeve Lapointe

Claude Pelletier

Additional Game Design

Jean-François Bergeron

Carl Loiselle

Thomas Wilson

Scripts & Texts

Steeve Lapointe

Claude Pelletier

Lead Programmer

Martin Ross

Programmers

Jonathan Bouchard

Philippe Gagnon

Lead Tools Programmer

Simon Chouinard

Tools Programmers

Dominic Brown

Sébastien Hudon

Frédéric Hébert

Additional Tools Programmers

Valérie Méthot

Mathieu Tanguay

Lead Integrator

Pierre Couillard

Senior Integrator

Stéphane Gravel

Integrators

Michel Asselin

Patrick Bureau

Maxime Carrier

Jerome Cloutier

Carl Vachon

Lead Modeler

Mario Brodeur

Modelers

René-Claude Parent

Frédéric Tardif

Lead Animator

Stéphane Labrecque

Animator

David Tardif

Lead 2D Artists/Lighting

Martin Dubeau

2D Artist/Lighting

Jean-Pierre Lapointe

Guy Parent

Additional 2D Artist/Lighting

Jean-François Bergeron

Lead Sound Technician

Yves Gendron

Sound Technician

Mathieu Jeanson

Jean-Frédéric Vachon

Music

Arrogant Music

Pierre Roger

Facilitator

Alain Moreau

MIS

Martin Saindon

Etienne Lafrenière

Published by Konami of America, Inc.

VP of Marketing

Chris Mike

Brand Manager

Rick Naylor

Associate Product Manager

Jason Enos

Creative Services Manager

Monique Catley

Marketing Communications Manager

Cherrie McKinnon

Packaging & Manual

Price Design Team

Konami Computer Entertainment of America, Inc.

Executive in Charge of Production

Randy Broweleit

Director of Production

Lx Rudis

Executive Producer

Sean House

Special Thanks

Akira Kinebuchi, Chris Bergstresser, Rob Goff, Ken Ogasawara, Tomo Matsubayashi, Doug Rebert, Dave Cox, Emily Britt, Joachim Amann, Wilson Cheng, Rachael Mannick, Carolina Valencia, Leslie Chen, Jim Hernandez, Barbara Loo, John Foster, and Shannon Diffner

Konami Corporation (Tokyo)

Isao Ishihara

Konami Computer Entertainment Studio (Yokohama)

Yutaka Haruki

Sadaharu Katori

Kazuhiko Maeda

Absolute Quality, Inc.

Test Leads

Ralph Liguori

Ray Schreckengost

Test Team

James Sullivan

Patrick Kelly

Rishi Saran

Operations Director

Michael Richardson

Shift Managers

Curtis Shenton

Jesse Smith

SDL International, Voiceover Translation

Agency Manager

Rachael Allan

Project Manager

Helen Pix

**YOU BETTER
WATCH OUT!**

Dr. Seuss'
**HOW THE
GRINCH
STOLE
CHRISTMAS!**



Notes:

Look for these and other Dr. Seuss' How the Grinch Stole Christmas tales wherever books are sold.

www.seussville.com

Notes:

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number (650) 654-5687.

Konami of America Inc.
1400 Bridge Parkway
Redwood City, CA 94065

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,638,173; 4,442,498; 4,454,584; 4,482,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association, Sega of America Dreamcast, Inc., P.O. Box 7639, San Francisco, CA 94120.

SEGA[®]